

Strategy Hints:

Bluff. No matter how many Failure cards you're holding, try to convince everyone else that you're out. The more Failure cards you can force out of everyone else's hands, the better.

Make as many murder attempts as you can. Even though your first ones will probably fail, you'll be pulling those Failures out of other people's hands.

Do your best to keep track of how many Failures have been played. If you feel like the hands are thin, hurry up and make an attempt before everyone gets the chance to draw again.

If your games seem to be taking too long, or you're always exhausting the deck, it probably means that you're making fewer murder attempts than we do. That's okay. To speed things up, try upping the weapon values by +1. Or try removing the F-3's from the deck. Good Luck!



KILL DOCTOR LUCKY ©1996 Cheapass Games.
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About Cheapass Games:

We here at **Cheapass Games** are aware of two basic facts about games: they cost too much, and they are, at some level, all the same.

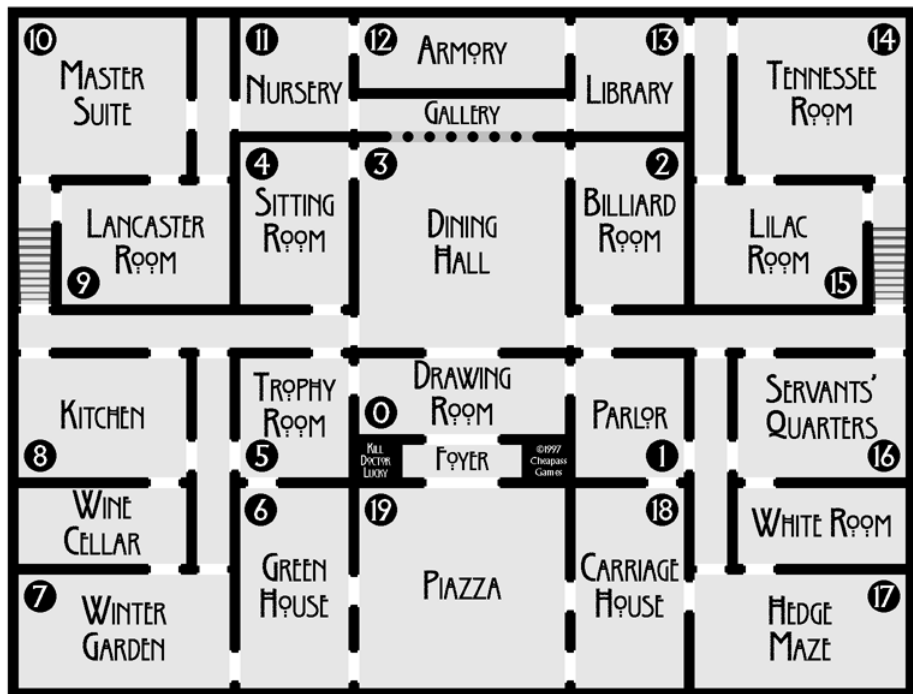
If you ignore the clever shapes they come in, the cheap little plastic pawns are an interchangeable part of most of the board games in your house. So are the dice, the money, the counters, and just about every clever spare part. These parts can account for as much as 75% of a game's production cost, and that cost gets handed to you.

If you had your choice, you'd probably invest a little money in one good set of gaming paraphernalia instead of twenty crappy ones, and then just buy the new part of every "new" game. Yet most game companies insist on selling you the whole package every time; it's a little like bundling a can opener with every can of beans.

Cheapass Games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else, we'll tell you. And it's probably something that you can scrounge from a game you already have, or buy at a hobby store for less than we'd have to charge you for it. Heck, if you need to, you can even buy the parts from us.

And once you've got a collection of pawns, dice, counters, and money, you can use the same ones for every Cheapass Game. We've standardized our designs so your gaming toolbox will last.

You can learn more about Cheapass Games by asking your local game retailer. Or by visiting our secret website at www.cheapass.com.



Welcome to the J. Robert Lucky mansion, a rambling country estate seven miles north of nowhere. It's a stormy midsummer's evening, ten seconds after midnight. And someone's just shut off the lights.

You have hated Doctor Lucky for as long as you can remember, and you've been secretly awaiting this perfect chance to do the old man in. Maybe he destroyed your dry cleaning business; maybe you think he's the leader of the vampires. Perhaps he's the only person standing between you and the family fortune. Or maybe his cat just keeps peeing in your shrubs. Whatever your reason, it's good enough to push you over the edge. And now you absolutely can't wait to take the lying old bastard down.

And, though you don't know it, everyone else in the house wants to kill him too.

Take a deep breath. Remember why you're here. And then start sneaking around in the dark. If you run across a weapon, grab it. If you bump into Doctor Lucky, give him hell.

Trying to kill Doctor Lucky is pretty easy, as long as no one's looking. But they don't call him "Doctor Lucky" for nothing. He's got an uncanny knack for slipping out of harm's way. Don't despair; after enough tries, you're guaranteed to wear the old codger down. You just need a clever plan, a good bluff, and a little more luck than everyone else.

So gather in the Drawing Room and get cracking. Somebody's going to kill Doctor Lucky tonight, and it might as well be you.



CHEAPASS GAMES

Cheapass Games Info Unit™:

Now you can repent of your evil ways and **Save Doctor Lucky** aboard a titanic sinking ship. It's Cheapass Game #027

Included with this Game:

The Kill Dr. Lucky **Game Board** (8 sections), a deck of 96 **Cards**, and this **Rule Book**.

If you need help assembling the board, look at the snapshot on the back of this booklet. You'll probably want to tape the board to a stiff piece of cardboard; the finished size is 17" x 22". You can also assemble the board temporarily by using sticky-notes on the back.

You Also Need:

You'll need a **Pawn** for every player, plus one more **Master Pawn** for Dr. Lucky.

Use whatever you like for your Pawns, as long as everyone can identify themselves, and the bases are not much bigger than 1" square. Dr. Lucky's Pawn should be easily distinguished from the rest.

The Board:

Dr. Lucky's Estate has 32 "rooms," including 24 named rooms, 6 hallways and 2 stairways. When you try to kill Dr. Lucky, you must be alone in a room with him. You must also be out of sight of the other players.

The sight lines work like this: if someone can stand anywhere in one room and look straight through doorways into the room you're in, they can see you. So, for example, someone standing in the Kitchen can see (and be seen by) people in the Master Suite, the west stairs, the two adjoining hallways, the Trophy Room, the Wine Cellar, and the Winter Garden.

You can't see diagonally through doors, so for example, someone in the Foyer can't see someone in the Carriage House.

The Gallery *overlooks* the Dining Hall. It's a musician's gallery, like a balcony. You can *see* through that dotted wall, but you can't *walk* through it. This means that the Gallery can see (and be seen by) every room straight down to the Piazza, plus the Nursery, the Master Suite, and the Library.

To Begin:

Put everyone in the Drawing Room. To randomly determine who starts, the winner of the last game deals cards faceup, starting on his own left. He continues until someone gets a room card. *That* player will go first, and Dr. Lucky will start in that room. Now reshuffle the deck, and deal a hand of six cards to every player.

To Win:

Kill Doctor Lucky. Pretty simple.

On Every Turn:

When it's your turn, you have two choices: You can either snoop around looking for stuff, or you can actually do something. So, there are two different types of turn.

Turn Type 1: "Snooping"

If you're snooping, you get to *move one room* in any direction (hallways and stairs count as rooms) or you can stay put.

If you end your turn in a *named* room, you get to *draw one card*. The card you draw loosely represents something you found while you were snooping. "Named rooms" just means all the rooms with names; you can't draw a card if you stop in a hallway, or on the stairs.

Type 2: "Doing Something"

In this kind of turn, you take two steps: *Movement*, and *Murder*. Both steps are optional. When you take this kind of turn, you're not snooping, so you can't draw a card.

In the *Movement* step, you can move yourself one room, and you can also play *Move* and *Room* cards. You can take your regular move before, after, or between playing these cards, and you can play as many of these cards as you wish.

Move Cards: These cards can move you, or they can move Dr. Lucky. There are 14 move cards, including 8 Move-1's, 4 Move-2's and 2 Move-3's. When you play one of these cards on Dr. Lucky, you can send him in any direction; he doesn't have to follow his numbers.

Room Cards: Use these cards to jump either yourself or Dr. Lucky to a particular room. There are 20 different Room cards.



In the *Murder* step of the type-2 turn, you can try to kill Dr. Lucky.

To attempt a murder, you must be alone in the room with Dr. Lucky, and you must be out of sight of every other player.

You can only make one murder attempt per turn.

You may play one Weapon card to improve your murder attempt; otherwise, it has a basic value of 1. Without the Weapon card, you're trying to kill the old man with whatever is on hand, or just poking him in the eye with your finger.

If you use a Weapon, your murder attempt has the value of that Weapon. For example, a murder attempt with a 4-point Weapon has a value of 4 (not 5!). The better your attempt, the harder it will be for your opponents to stop you.

Once you've made your murder attempt, everyone else gets one chance to foil it, by playing Failure cards. Starting with the player to your left, every player may either play **one or more** Failure cards, or pass.

To foil a murder requires one Failure point for each point in the murder value. Failure cards are worth 1, 2, or 3 points each.

Note: Even though your early murder attempts probably won't succeed, it's important to keep trying, so that you force the Failure cards out of other players' hands. The fewer Failures everyone else holds, the better your chances of winning.

There are 20 Weapon cards, including many which, like the Billiard Cue below, are more effective in particular rooms.

There are 42 Failure cards, including 26 1-point Failures, 12 2-point Failures and 4 3-point Failures.

Two Discard Piles:

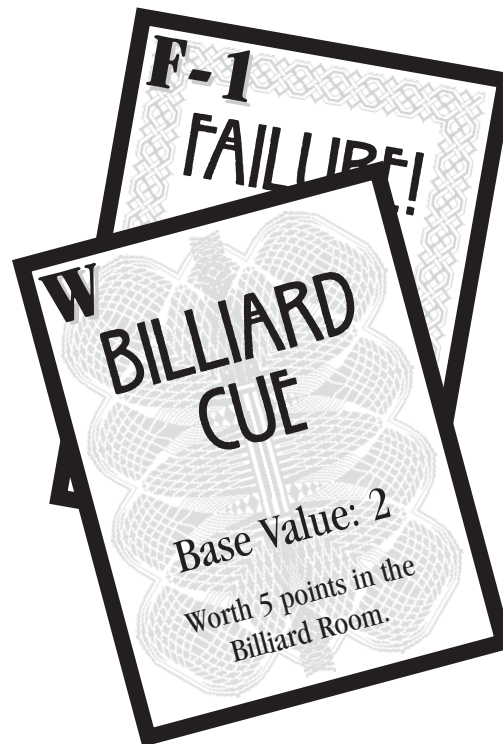
Failure cards go into a different discard pile than the other cards. If the deck empties, you will reshuffle *only the non-Failure cards* to replace the deck. The Failure cards are gone for good.

Moving The Doctor:

Dr. Lucky moves after every turn. So, when you are done with your turn, you move Dr. Lucky.

Dr. Lucky tends to follow a predictable route through his mansion. Unless he's lured off course by someone's play, Dr. Lucky moves by the numbers.

If Dr. Lucky is standing in a numbered room, just move him into the next numbered room (19 leads to 0). If he's not in a numbered room, move him to the highest numbered *adjoining* room. For example, if Dr. Lucky is in the Wine Cellar, move him into the Kitchen. If he is in the Foyer, he moves into the Piazza.



Who Goes Next:

Normally, the turn order passes to the left around the table. But Dr. Lucky can re-activate a player by landing on him.

If Dr. Lucky moves into an occupied room (between turns), the player standing in that room goes next. This is true even if that player just had a turn!

This means that, if you're clever, you can take several turns in a row, leading the old fool around the mansion. You can use these turns to draw extra cards, and to get someplace fast. But even though you can take multiple turns in a row, you won't be able to make a series of murder attempts. Since you can't move (or play move cards) *after* a murder attempt, Dr. Lucky will automatically get away from you if you fail.

Multiple next players: If Dr. Lucky lands in a room occupied by two or more players, then the "my turn" status passes from the last active player, to the left around the table, until it hits one of the players in that room. This means that you can't drag Dr. Lucky through an occupied room, since the turn will pass to the other player when Dr. Lucky moves in.

A Sample Turn:

There are 5 players, and it's player 1's turn.

Player 5 has just ended his turn, and Dr. Lucky has moved from the Master Suite into the Nursery (room 10 to room 11).

Player 1 moves from the Library into the Gallery. He's taking a "Doing Something" type of turn, not snooping for cards. After taking his free move, he plays a Move-1 card, moving himself into the Nursery.

Now Player 1 tries to kill Dr. Lucky. There are no other players in the Nursery, and no one can see them, so the attempt is legal. He plays the Billiard Cue Weapon card, so it will take 2 Failure points to stop him.

Player 2 has the first chance to stop the murder, but it's early in the game and he feels confident that others will be able to. He passes the chance to play a Failure, although he has several. So does Player 3.

Player 4 has watched Player 5's hand dwindle to 2 cards, and feels a little reluctant to leave even one Failure up to him. However, he has only one Failure point, and he plays it.

Player 5 also has only one Failure card left, and it's worth 3 points. Although it's overkill, Player 5 must play this F-3 card to stop the murder attempt from succeeding. He does, and Player 1 is foiled.

After his turn ends, Player 1 moves Dr. Lucky into the Armory (Room 11 to Room 12).